FANTASTIC 4™

ACTIVISION®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

SLES-53143

1 or 2 Players • Memory Card (8MB) (for PlayStation®2) : 85KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

Game © 2005 Activision, Inc.
Library programs © 1997-2004 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Activision Publishing, Inc. Developed by 7 Studios.

CONTENTS

Getting Started 2

Starting Up 3

Main Menu 4

Default Game Controls 5

HUD 6

Pause Menu 6

Hot Spots 7

Combat 7

Upgrades 9

Power-ups and Objects 9

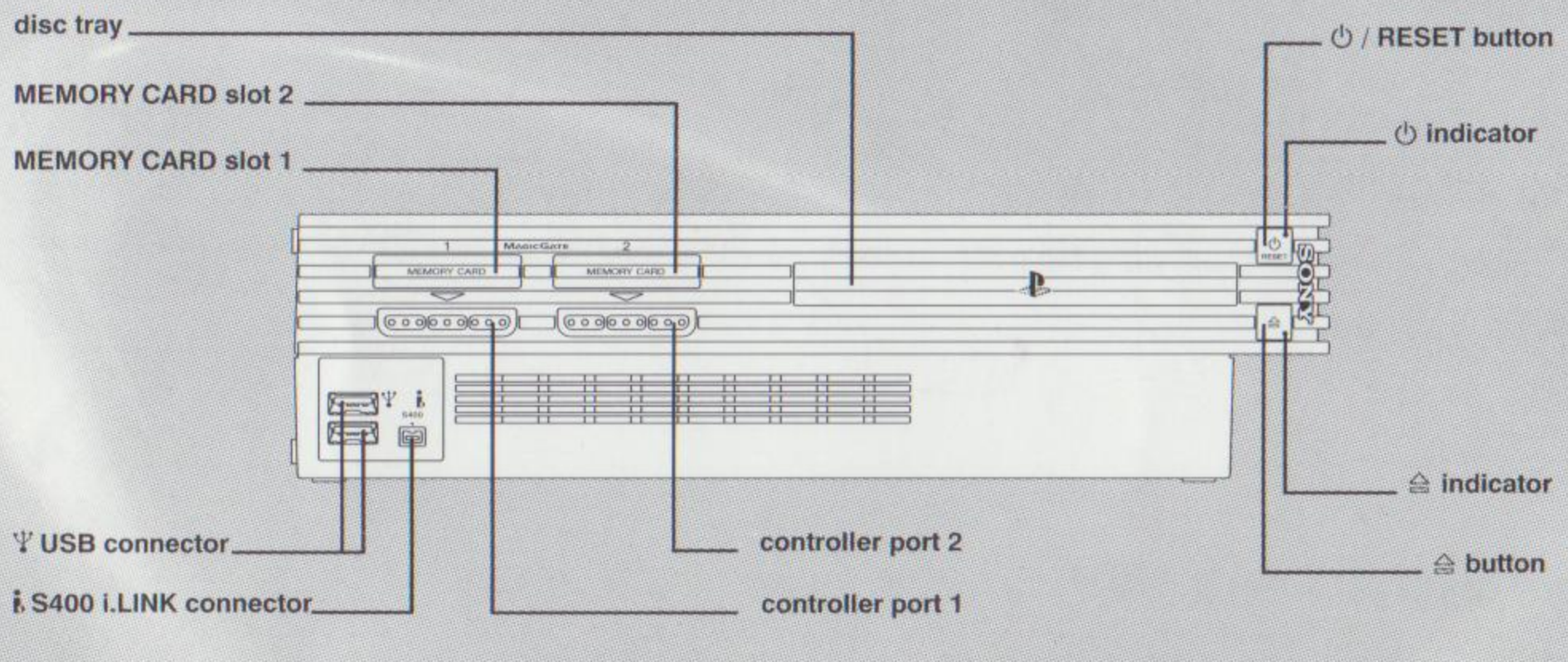
Character Info 10

Credits 14

Customer Support 21

Product Licence Agreement 22

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. Make sure the MAIN POWER switch (located at the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens. Place the *Fantastic 4*™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

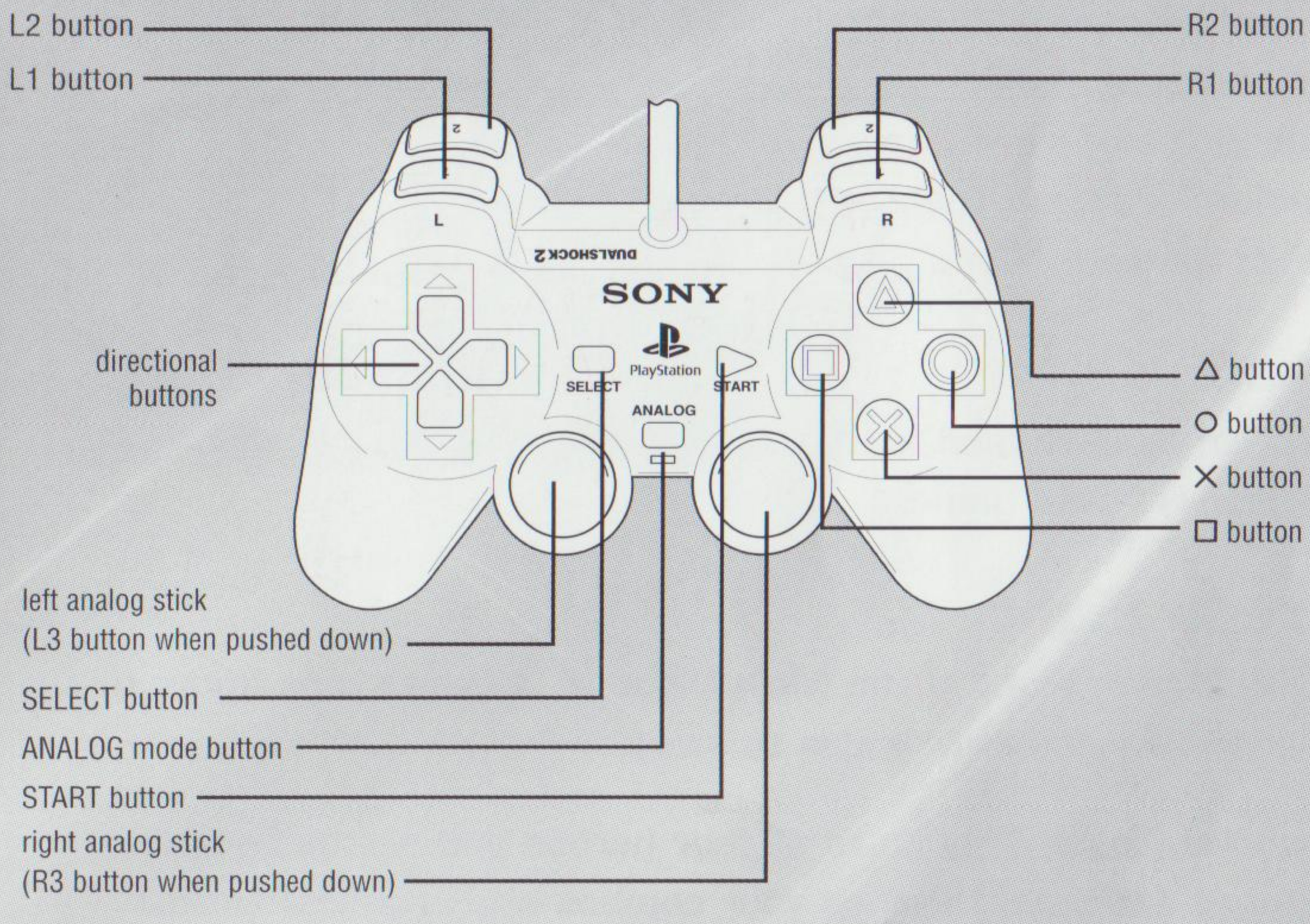
MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. You can load saved game data from the same memory card (8MB) (for PlayStation®2) or any memory card (8MB) (for PlayStation®2) containing previously saved games. A saved game's data takes up 85KB.

It is advised that you do not insert or remove accessories once the power is on. This title does not support the digital controller.

STARTING UP

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



To select menu options, use the ⬆ and ⬇ directional buttons to navigate. Highlight the desired option and press the ⊗ button to accept. To select a menu option, follow the on-screen button prompts and press the ⊗ button to accept and the △ button to go back. *Fantastic 4* supports the analog controller (DUALSHOCK® 2). When Analog Mode is on, the left analog stick works the same as the directional buttons.

MAIN MENU

New

To start a new game, click on **New**. Select your difficulty level: Easy, Medium or Hard. Then select Single or Coop play.

Load

Click on **Load** to load a previously saved game.

Arena Fight

Select **Arena Fight** in the Main Menu to access arena fights. Choose between two modes to start:

Practice Room: Play up to all four heroes and switch between them at any time. Practice your combos and cosmic attacks.

Survival Mode: Battle waves of enemies and maximise your score. In Coop, out-battle the other player for bonus points.

Additional arena environments, enemy sets and game modes are unlocked as you progress through the game and discover "F4 secrets."

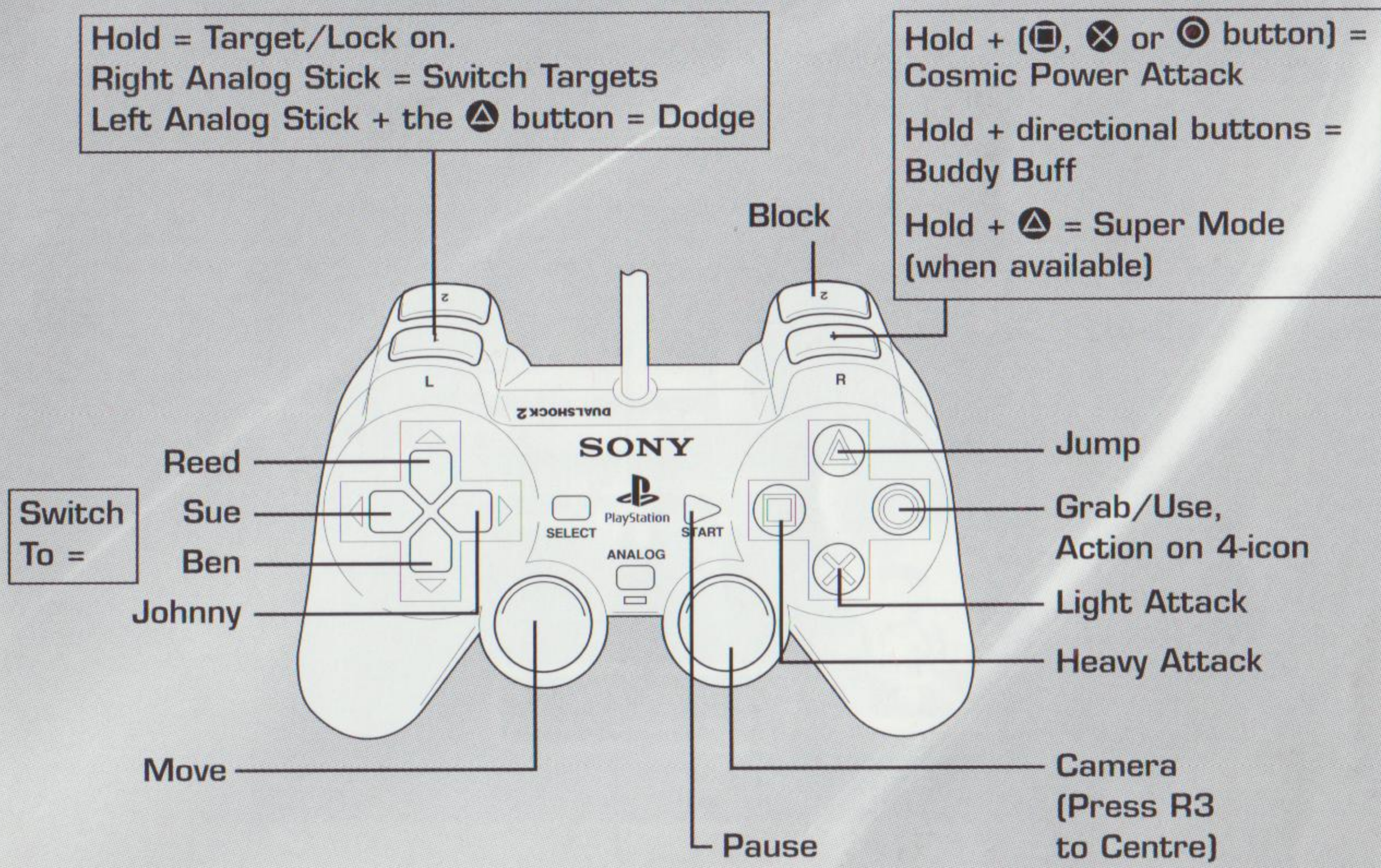
Bonus

Select the **Bonus** button in the Main Menu to access bonus content (such as unlockable levels, movies and production art). Bonus items are purchased using points in the Upgrades screen.

Options

Select the **Options** button in the Main Menu to change controller configuration, adjust music and sound effects and enable or disable controller vibration.

DEFAULT GAME CONTROLS

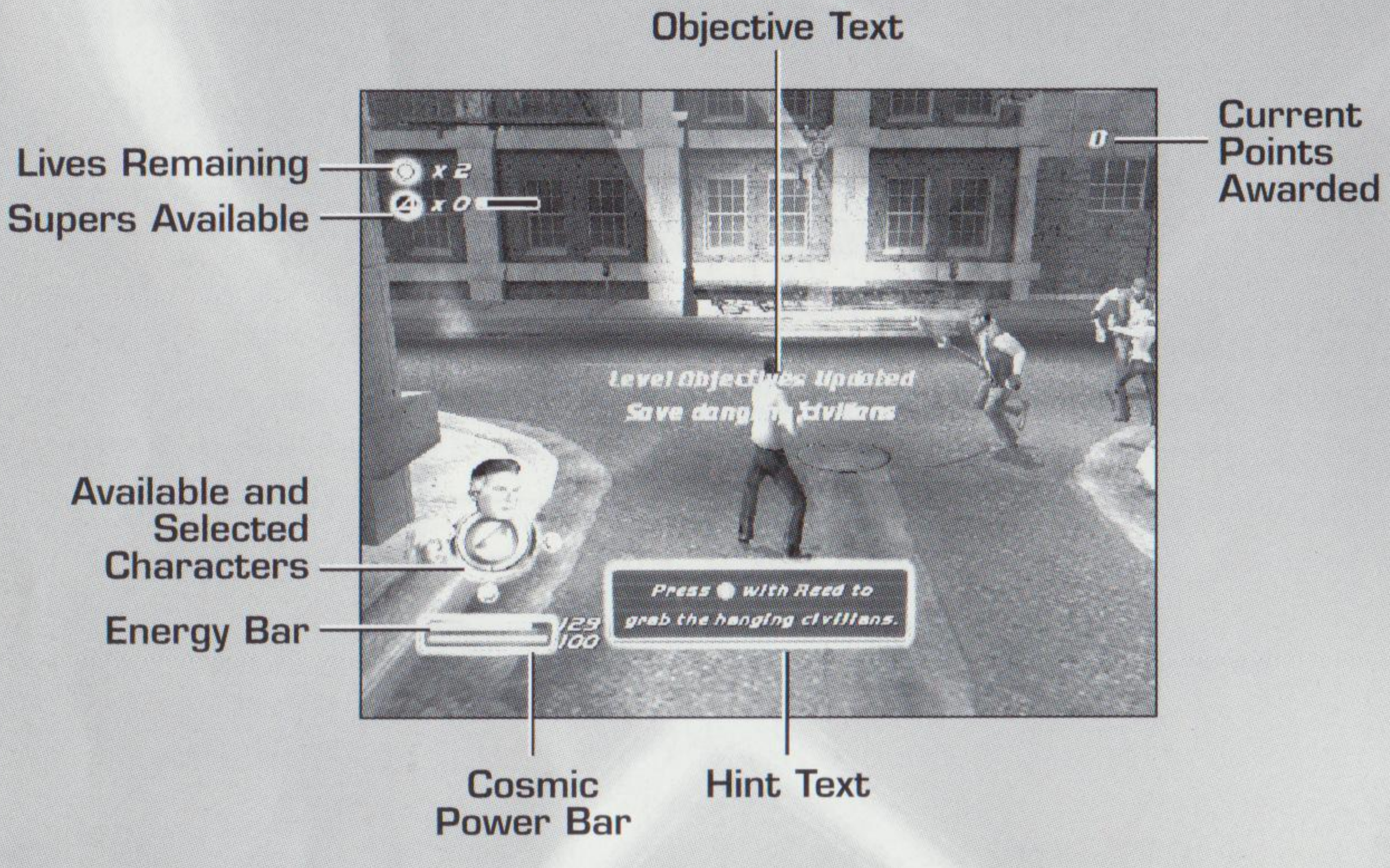


Control Configuration

You can choose from three different controller configurations. First, select the **Options** button in the Main Menu, then highlight **Control**. Scroll left or right with the directional buttons to view controller configurations. To invert the camera in-game, select either **Invert X** or **Invert Y**.

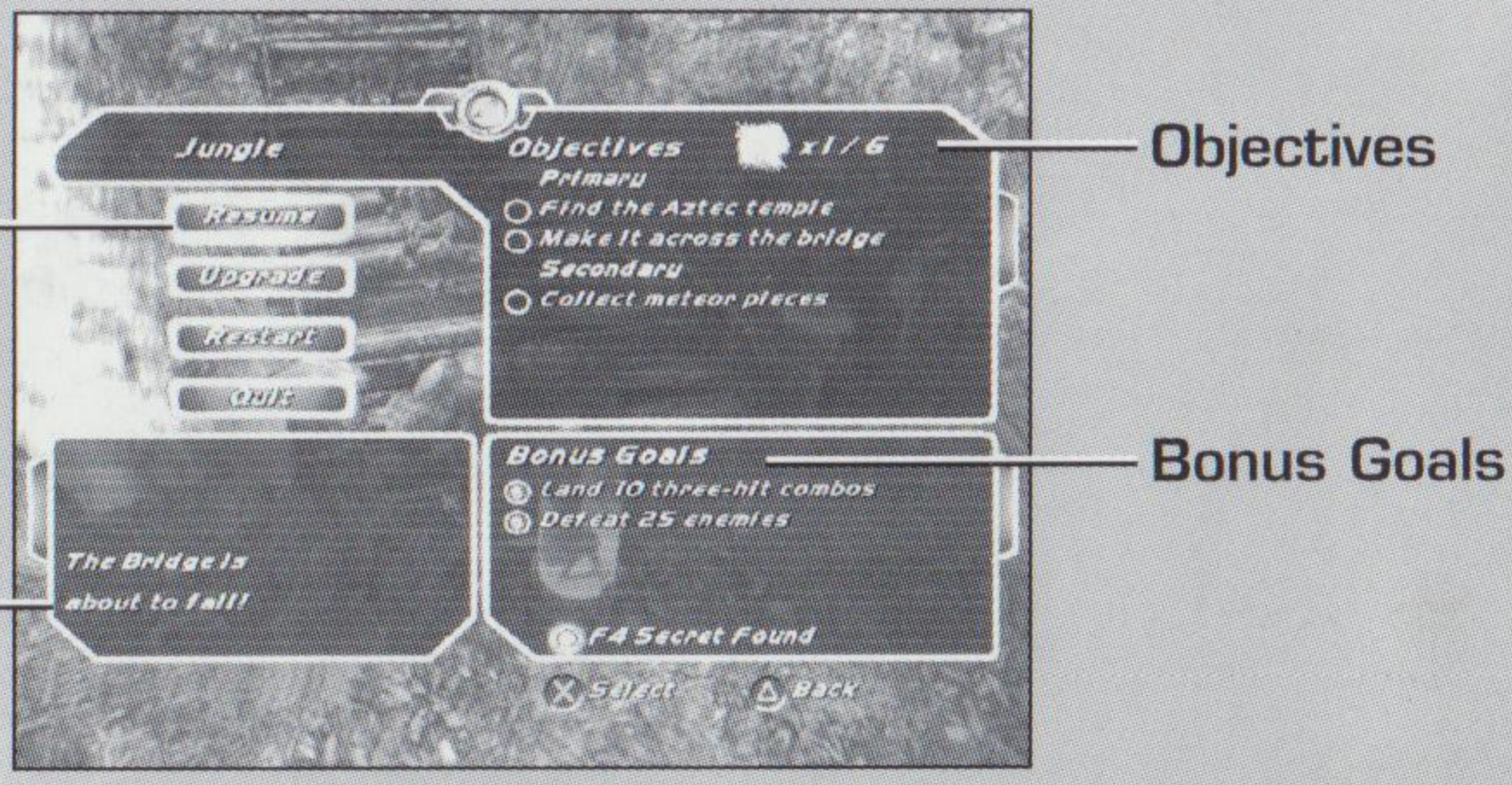
HUD

The Heads-Up-Display shows mission hints, lives remaining, supers available, the energy bar, the cosmic power bar and a display of currently available and selected characters.



PAUSE MENU

Access the Pause Menu by pushing the **START** button while playing. You can upgrade your characters, restart the mission or quit to the Main Menu. You can also review mission objective status, bonus goals and recent in-game hint text.



HOT SPOTS

Hot spots perform context-sensitive animations for special hero manoeuvres. Look for the glowing "4" icon on the ground. Some hot spots are only accessible to certain characters and are indicated by colour: blue for Reed, white for Sue, red for Johnny and yellow for Ben. To activate a hot spot, position yourself over the glowing "4" icon and press the **Action** button.

Reed
(Blue)

Sue
(White)

Johnny
(Red)

Ben
(Yellow)

COMBAT

Fantastic 4 is an action brawling game, so you need to master all aspects of combat to succeed. Try using different combinations of moves to finish enemies with special manoeuvres.

Character Switching—You can switch to other hero characters any time they're available. If a hero character is available, his or her face appears on-screen in the HUD (Heads-Up-Display). Switch to a different hero by pressing the correct direction on the directional buttons.

Combos—Perform combos using sequential presses of the attack buttons. You'll unlock additional extended combos as you progress through the game. Specific combos are necessary to defeat the most challenging enemies.

Grappling and Throwing—Each character has different grappling abilities. Heroes can pick up enemies and objects (the Action button) as they fight their way through the levels, and then throw them for maximum damage! Explore the limits of each hero to find the enemies and objects that can be picked up. Grappling also initiates **Team Combos**.

Cosmic Power—Each character has different cosmic powers accessed by pressing the **Cosmic** button plus another button. Holding down the **Cosmic** button also gives you a speed and defences boost, but drains your cosmic power bar.

Supers—Each character has a super move accessed by pressing the **Cosmic** + **Jump** buttons. These super moves do major damage and become available as you successfully complete three and four-hit combos. The gold "4" icon in the upper left corner of the screen shows when you have supers available.

Targeting—Targeting is initiated by holding the **Target** button. A targeting reticule appears on the nearest enemy. Switch targets by pushing directions on the right analog stick. You can also strafe with the left analog stick and dodge with the left analog stick plus the **Jump** button. Targeting mode is especially good for throwing objects and enemies into other foes, using a hero's long-range attack or homing in on a boss.

Team Combos—Characters can perform special manoeuvres with each other for the ultimate finisher on an enemy. To perform a team combo, walk up to a hero that has grappled an enemy. (You can grapple an enemy with one hero, then switch to a second hero.) Face the grappling hero and press the **Grab** button to perform a team combo.

Buddy Buffs—Heroes can use their powers on each other to help in certain combat situations. Hold the **Cosmic** button plus a direction on the directional buttons. The character corresponding to the direction pressed receives the buddy buff. You can also call for a buff from your nearest teammate by pressing the direction corresponding to the current hero. Each hero has a different power (either offensive or defensive) they can help with. Practice to find out which ones work better in certain situations.

Lives—Each hero starts with three lives. The green dot in the upper left-hand corner of the screen shows the number of available lives you have. Earn extra lives by completing bonus tasks and/or collecting special power-ups.

UPGRADES

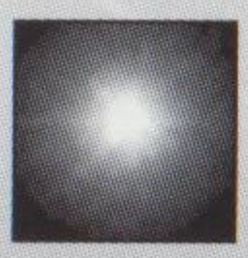
You can upgrade hero moves whenever you have enough points available. Push the **START** button to access the Pause Menu, then scroll to the **Upgrade** button and hit the ⊗ button. The upgrade screen corresponding to the current character will be displayed. Use the points you've earned to upgrade to get new combat moves that inflict more damage with cool animations. Points collected in the game are pooled for the entire team. Certain upgrades are not available until enough points have been earned. You can also use the points you've earned to purchase bonus materials such as concept art, special interviews and other fun surprises.

POWER-UPS AND OBJECTS

Various objects found throughout the game can be collected and used for different purposes.

Health Power-Ups—Green glowing orbs restore a portion of hero health.

Cosmic Power-Ups—Blue glowing orbs restore a portion of hero cosmic power.



Super Power-Ups—Gold glowing orbs restore a portion of hero super bar.

Breakable Objects—Almost every stationary object in the game can be picked up and thrown. Grab hold of lots of objects. You might be surprised by what you can use as a weapon!

F4 Secret (Spinning "4" Icon)—Grab this special collectable to unlock new arenas and other special bonus content.

Super—Spinning gold "4" icons give you a full Super in your Super Attack pool.

Extra Life—Spinning green "4" icons give you an extra life.

CHARACTER INFO

Fantastic 4

Reed Richards™

Infused with cosmic energy during an ill-fated space expedition, Reed Richards gained the power of extreme malleability, taking the title Mr. Fantastic.™ His natural leadership instincts and brilliant mind (arguably one of the planet's greatest) have helped the Fantastic 4 almost more than his superpowers. When necessary, Reed's abilities allow him to reshape his body's mass to an astonishing degree, and radically stretch his limbs.

Sue Storm™

The Invisible Woman™ is the emotional backbone of the team. Although she often takes a defensive role in combat, protecting teammates with her force shields, she's also a proven fighter. Affected by the same cosmic rays that changed her brother and friends, Sue gained the power to become invisible and create translucent, nearly impregnable force shields. With these shields, she can not only create tiny projectiles for long-range strikes, but also use them to levitate and propel objects around her.

Johnny Storm™

With the cosmic ray-induced ability to generate and control flame, Johnny Storm—the Human Torch™—is fiery in both appearance and persona. When "flamed on," he can fly at high speeds and launch fireballs from his hands. The youngest member of the team, Johnny is quick to use brawn over brain, and often charges into situations without considering the consequences. Luckily, the Human Torch is a powerhouse and is devastating in long-range combat.

Ben Grimm™

With superhuman strength and a tough hide of rock, the Thing™ is the Fantastic 4's human tank. A talented pilot and astronaut, Ben Grimm was exposed to the same body-altering cosmic rays that changed his friends. As the Thing, Ben can lift extraordinary weights and withstand nearly any attack. This power comes at a price, however, because the Thing is easily the slowest-moving member of the team. Even more difficult to surmount is the permanent and visible nature of his transformation. Still, Ben remains the kidder and can usually be found cracking jokes, even in the heat of battle—most often at the Human Torch's expense.

Super Villains

Victor Von Doom™ aka Dr. Doom™

The fifth member of the team that went into space, Victor Von Doom's transformation came in the form of metal alloy skin and the ability to create and control electricity. Jealous of Reed's intellect and emotional connection with Sue, Victor Von Doom will stop at nothing to put an end to the Fantastic 4.

Mole Man™

At first glance, Mole Man doesn't look like much of a threat. His legions of underworld creatures, however, are prepared to do his bidding and constantly threaten the surface world.

Diablo™

Diablo—master of the alchemic arts—uses his potions to challenge nature and secure his domain in Tikal. He's able to create golems out of basic elements to do his bidding until they're destroyed or outlive their purpose. Powerful though they are, Diablo's potions are often flawed because of limited duration.

Dragon Man™

Currently imprisoned in the Vault, Dragon Man is a flying, fire-breathing menace. What he lacks in intelligence, he makes up for in raw power.

Blastaar™

Blastaar is originally from the anti-matter universe known as the Negative Zone. He came to Earth in hopes of conquering it, but ended up imprisoned in the Vault with other super villains. Both cunning and cruel, he's a formidable foe.

Annihilus™

Cosmic power harnessed by a control rod grants Annihilus super-human strength and extends his lifespan to near-immortality. With superior intelligence and a mastery of the alien technology that spawned him, Annihilus has dedicated his existence to conquering any being who threatens his insane quest for power.

Puppetmaster™

The Puppetmaster (aka Phillip Masters™) is a sculptor who years earlier discovered he could control others using objects sculpted from a mystical radioactive clay. He also happens to be the stepfather of Alicia Masters,™ and has vowed to protect her from anyone or any *thing* that may pose a danger to her.

CREDITS

Starring

Reed Richards/ Mr. Fantastic
Ioan Gruffudd

Ben Grimm/The Thing
Michael Chiklis

Sue Storm/ The Invisible Woman
Jessica Alba

Johnny Storm/ The Human Torch
Chris Evans

Victor Von Doom/ Dr. Doom
Julian McMahon

Developed by

7 STUDIOS
www.sevenstudios.com

CEO/Chief Creative Officer
Lewis Peterson

Creative Director
Margaret Stohl

Art Director
Damon Conn

Technical Director
Donovan Mandap

Lead Designer
Jeffrey Gardiner

Lead Artist
Barclay "Buck" Chantel

Lead Programmer
Paul Haban

Producer
Julia Humphreys

DESIGN

Senior Game Designers
Matthew Sammons
Charles Staples

Level Designers
Gian Derivi-Castellanos
David T. Potter
David Webb
Nick Wiger
Paul Wrider

Additional Design
James Farley
Ryan Lockhart
Chris Archer
Cecilia Barajas
Brad Santos
Robert Berger
John Harris
Erik Yeo

Sound Design
Gian Derivi-Castellanos
Nick Wiger

ART

Lead Environments
Nelson Plumey

Lead Animation
Terry Smith

Lead Effects
Scott Fabianek

Lead Cinematics
Miguel Lleras

3D Art
Christy Arnold
Jason Borda
Chad Max
Vidomn Medina
Gregg Nakawatase
Fidel Villa

Animation
David Turnbeaugh
Sean O'Connor

Additional Art
Jon Balmer
Elaina Scott
Frank Mendiola
Brian Vanderhulst

PROGRAMMING

Senior Programming
Phil Harvey
Rita Liu
George Sutty

Programming
Mike Barela
Daniel Chuang
Luis Gomez-Larez
Andy Hsiung

PRODUCTION

Assistant Producer
Laura Wyrick

Production of DVD Extras
Elizabeth Dahm
Chris O'Neill
Erin Brewster
Jamie Bafus
Chris Archer
Neven Dravinski

Additional Production Support
Lorraine Conn
Stacey Ytuarte
Earth Sun Warren
George Collins
Scot Kramarich
Alex Garcia
Michael Bernstein
Bobby Hill
Brian Cronk

WRITING CREDITS

Game Story and Dialogue
Zak Penn
Martin Signore

Additional Game Story
Paul Golding
Mark Waid
Cecilia Barajas
Ryan Lockhart
Jeffrey Gardiner
Jamie Bafus

Additional Game Dialogue
Jamie Bafus
Matthew Sammons
Charles Staples

Gian Derivi-Castellanos
David T. Potter
Dave Webb
Nick Wiger
Paul Wrider

Writing, DVD Extras
Martin Signore
Chris Archer

Seven Studios Special Thanks

Kathy Vrabeck, Chris Archer, Jamie Bafus, Ames Kirshen, Cecilia Barajas, Dave Stohl, Mark Lamia, Steve Pearce, Ted Chi, Ryh-Ming Poon, Aaron Grant, Neven Dravinski, John Sweeney, Geoff Audy, Larry Goldberg, Murali Tegulapalle, Todd Jefferson. Also, thanks to the Seven families & supporters—Emma, May and Kate Peterson; Lorraine Conn, Logan Conn and Mike Zeck; Caryn Gardiner, Sage Bella Gardiner and Zack Geiger; Christy Chantel; the Lleras family; Ben Garcia; Rory King; the Humphreys family; Lynn Itagaki; Adriana Reynoso, Andrew Gutierres, Ruben Plumey and Prima Plumey; Linda Derivi, Steve Castellanos and Anna Derivi-Castellanos; Andre Villanueva; Grace, Tristan, Lahistat and Cara; Adrian Parris; David Witzling; the Wyrick/Baker family; Mindi, Joey and Chris Sams; Regina Tong-Turnbeaugh; testers extraordinaire Bobby and Tori Hill, Frank Smith, everyone at Foshay AOIT; Spencer Collins; Steve Studios; Fat Bird and Little Bird; friends, family and loved ones for their support and understanding.

Published By
ACTIVISION PUBLISHING, INC.

President Worldwide Studios
Kathy Vrabeck

PRODUCTION

Producer
Jamie Bafus

Associate Producers
Neven Dravinski
Derek Smith

Production Coordinators
John Sweeney
Danny Donaho

Executive Producers
Chris Archer
Scott Walker

Production Testers
Ismael Garcia
John Lagerholm
Michael DeMarti
Guillermo Hernandez

MARKETING & PUBLIC RELATIONS

Associate Brand Manager
Roy Alojado

Global Brand Managers
Hjalmar Hedman
Ted Chi

Director, Global Brand Management
Rob Kostich

VP, Global Brand Management
Will Kassoy

Demonstration Specialists
Yale Miller
Dan Shaffer

Publicist, Corporate Communications
Aaron Grant

Manager, Corporate Communications
Ryh-Ming C. Poon

Director, Corporate Communications
Michelle Nino Schroder

VP, Corporate Communications
Maryanne Lataif

TECHNOLOGY

Vice President of Technology
Steve Pearce

QUALITY ASSURANCE/ CUSTOMER SUPPORT

Project Leads
Evan Button
Ian Moreno

Senior Project Lead
John Rosser

QA Manager
Joe Favazza

Floor Lead
George Ngo

Console Coordinators
Craig Schmidt
Fritz Striker
Mike Ryan

Database Manager
Wayne Rudel

Test Team
Brad Graber
Brian Crowder
Brian Miller
Byron Brazil
Christopher Lee
Claude Conkrite Jr.
Dan "Three" Ludwig
Darren Chang
David Bunting
David Gamez
David Wilkinson
DJ Khaz
Ed Highfield
Hong Lieu
Jacob Porter
Jade Crespo
Jader Chaves
James McCawley
Jeff Riffo
John Berry
Jon An
Junko Ann Nakamura
Mathew Solie
Monica Beizaie
Ryan Ramsey
Timothy Toledo
Victor Metelev

NIGHT SHIFT Leads
Dustin Green
Vince Fennel

Senior Project Lead
Anthony Korotko

Floor Leads
Ashleigh Boslet
Jason Livergood
Sean Kim

Manager
Adam Hartsfield

Database Manager
Jason Gilmore

Test Team
Alden Paguia
Andre Haftevani
Andrew Mockett
Bret Dubin
Chris Dolan
Dan Hackney
Dan Luna
Daniel Simoneit
David Orton
Emilio Rossal
Graham Hagmaier
Gus Amador
Joe Pardo
Jon Conyers
Kaleen Hird
Kenny Treantafilos III
Kevin Pierce
Lawrence Wei
London Swan
Michael Clemons II
Michael Gonzalez
Michael Wickson
Patrick Edquist
Paul Kwon
Raymond Chan
Steven Pastore
Wes Stratton

LOCALISATIONS

Localisation Coordinator
Christopher Shanley

Test Team
Andre Nutter
Brian Marvin
Charlie Barkhorn
Clint Baptiste
Dan Friedman
Danielle Pino
Derek Faraci
Hideki Omega
Jon Swart
Kelly Huffine
Kevin Dandridge
Randy Guillote
Rashad Lewis
Rick Holguin
Sean Foreman
William Bibbiani

Manager, Technical Requirements Group
Marilena Rixford

Sr. Lead, Technical Requirements Group
Siôn Rodriguez y Gibson

Project Lead, Technical Requirements Group
Aaron Camacho

Testers, Technical Requirements Group
Brent Toda
Christopher Keithley
Dan Nichols
Josh Chandler
Keith Kodama
Kyle Carey
Marc Villanueva
Robert Lara
Sasan Helmi
Teak Holley

Customer Support Leads
Gary Bolduc – Phone Support
Michael Hill – Email Support

CS/QA Special Thanks
Jim Summers
Jason Wong
Tim Vanlaw
Jason Levine
Nadine Theuzillot
Ed Clune
Glenn Vistante
Matt McClure
Jason Potter
Jeffrey Moxley
Indra Yee
Joule Middleton
Todd Komesu
Willie Bolton
Chris Keim
Neil Barizo
Willie Bolton
Chad Siedhoff
Jennifer Vitiello
Jeremy Shortell
Nick Favazza
Mike Rixford
Dylan Rixford
Tyler Rivers
Dawn Carter
Mary Pat Crowder

LEGAL

Senior Director of Legal and Business Affairs
Greg Deutsch

Senior Counsel
Phil Terzian
Jay Komas

Senior Paralegal
Michael Larson

Legal Administrative Assistant
Danielle Kim

CREATIVE SERVICES

VP, Creative Services & Operations
Denise Walsh

Director of Creative Services
Matthew Stainner

Creative Services Manager
Jill Barry

Creative Services Assistant Manager
Shelby Yates

Packaging Design
Creative Domain

Manual Design
Ignited Minds LLC

MUSIC DEPARTMENT

Worldwide Executive of Music
Tim Riley

Music Supervisor and Licensing Coordinator
Brandon Young

Music Department Thanks
Taking Back Sunday
Jurassic 5
Go Betty Go
The Explosion

ACTIVISION UK

Senior VP
Tricia Bertero

VP - UK, Emerging Markets & European Marketing
Roger Walkden

Head of Publishing Services
Nathalie Ranson

Marketing Manager
Tim Woodley

Senior Brand Manager
Alison Mitchell

Localisation Manager- PC Group
Tamsin Lucas

Senior Localisation Project Manager
Mark Nutt

Localisation Project Managers
Corinne Callois
Simon Dawes

Creative Services Manager
Jackie Sutton

Head of European Corporate Communications
Tim Ponting

PR Manager UK/ROE
Suzanne Panter

PR Executive UK
Bo Eatwell

European Operations Manager
Heather Clarke

Production Planners
Victoria Fisher
Lynn Moss

Activision Special Thanks
20th Century Fox:
Rita Prosyak and
Grace Scharnberger
David Gorder
and the
FF Productions Crew
Tim Story
Stan Lee
Dogmatic
Domi Piturro
George Rose
Scott Walker
Jason Dalbotten
Steffanie Bullis
Paula Cuneo
T. Q. Jefferson
Juan Valdes
Brian Pass
Alex Garcia
Cecilia Barajas
Nadine Theuzillot
Wade Pottinger
William Penn
Matt Morton
The team at Xlocs
Dov Carson
Reshan Sabaratnum
And all of our
coworkers,
friends, spouses,
significant others
and family who
helped
and supported us
on the project

MARVEL ENTERPRISES, INC.

Executive Producer/ Director of Video Game Development
Ames Kirshen

President of Worldwide Consumer Products
Tim Rothwell

Legal Affairs
Seth Lehman
Joshua M.
Silverman
Carl Suecoff

Marvel Special Thanks
Avi Arad
Ari Arad
Joe Quesada
Dan Buckley
Kevin Feige

Comic Book and Bonus Features Artists
Mike McKone
Richard Elson
Andy Lanning
Bryan Hitch
Adam Kubert
Stuart Immonen

VOICE TALENT

Alicia Masters Additional Voices
Cree Summer

Puppetmaster Additional Voices
James Mathis

Nick Fury™
Additional Voices
Andre Ware

Mole Man
Additional Voices
Barry Dennen

Diablo
Additional Voices
Andre Sogliuzzo

Blastaar
Additional Voices
Bob Joles

Annihilus
Additional Voices
Lex Lang

Classic Invisible Woman
Additional Voices
Grey Deslisle

Classic Mr. Fantastic
Additional Voices
Robin Atkin Downes

Classic Thing
Additional Voices
Fred Tatasciore

Classic Human Torch
Additional Voices
Quinton Flynn

Classic Dr. Doom
Additional Voices
Jim Meskimen

Additional Voices
Kat Cressida
Peter Lurie
David Sobolov
Joe Alasky
Dwight Schultz

Recorded at
Salami Studios,
North Hollywood

MUSIC SCORE AND SOUND BY
WOMB MUSIC

Voice Direction and Casting
Margaret Tang

Cinematic and Cutscene Foley, FX and Music Score
Rik Schaffer
Jason Freedman

Voice Over Recording, Editing and FX design
Rik Schaffer

Full Motion Video by
MK Productions

Producer and CEO
Melissa Kangeter

Art Director
Brittnell Anderson

Cinematic Director
Marco Bertoldo

Animation Director
Gustavo "Goose" Manriquez

Technical Director
Andy Murdock

Animators
Tony Preciado
Nate Horsefell

Storyboarder
Bosco Ng

Environment Modeler
Bernardo Antoniazzi

Character Modelers
Chung Ho Khan
William Green
Damien Brow

Motion Graphics
Peter Herrmann

Digital Scan Data Provided by
Gentle Giant Studios
Nexus Digital Studios

Behind the Scenes Videos
FNS Productions
Chris Hepburn
Kenny Ramirez
Victoria Poole

Error Operator
Words and Music by
Taking Back Sunday
Published by
i feel like i'm taking
crazy pills, inc.
Produced by Ariel Rechtshaid
Engineered by Rob Brill
Mixed by Rob Brill
and Ariel Rechtshaid
Recorded at NRG,
North Hollywood CA
Mixed at Henson Recording
Studio, Hollywood CA
Mastered by Brian Gardner
at Bernie Grundman
Mastering Lab
Taking Back Sunday appears
courtesy of
Warner Bros Records Inc.

Everywhere
Performed by Go Betty Go
Courtesy of SideOneDummy
Written by Aixa Vilar,
Betty Cisneros,
Nicolette Vilar, Michelle Rangel
Produced by Joe Sib,
Bill Armstrong and Ted Hutt
Engineered by Ted Hutt
Mixed by Robert Carranza
Recorded at Mad Dog Studios,
Los Angeles, CA

I'm On Fire
Performed by the Explosion
Courtesy of Tarantulas
and Virgin Records
Written by Matt Hock,
Dave Walsh, Damian Genaurdi,
Dan Colby, Sam Cave

Published by EMI Music
Publishing o/b/o BostonDaz
Music, Contra Contra, Born In
May, Party Animal Music
Produced by
Dave Prentice-Walsh
Mixed & Engineered by
Paul Q. Kolderie

Clobberin' Time
Performed by Jurassic 5
Courtesy of Interscope Records
Produced by DJ-NuMark
Recorded at Log Cabin Studios
Mixed by Kent Hitchcock
and DJ-NuMark at
Log Cabin Studios
Lyrics written and performed by
Akil, Chali 2na, Marc 7,
Zaakir (Soup)
Published by Inshallah Music
(ASCAP), DJ Nu-Mark Music
(BMI), Manphibian Music
(ASCAP), Najla Music (ASCAP),
Macari & Me Music (ASCAP)

Theme From
"Fantastic Four"
Written by John Ottman
Published by
Fox Film Music Corp. (BMI)
Courtesy of Twentieth Century
Fox Film Corporation

CUSTOMER SUPPORT

CUSTOMER AND TECHNICAL SUPPORT

Online Services with Activision Forums, E-Mail and File Library Support
We advise for cost efficiency that you use our online web support.

Web Support
http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for any solutions that you require.
This service is available 24 hours a day, 7 days a week and offers a fully comprehensive list of known issues as well as providing the latest updates/patches.

TECHNICAL SUPPORT IN AUSTRALIA

In Australia, for Technical Support, Hints and Tips, please call 1902 263 555.
Calls are charged at $2.48 (inc.GST) per minute.

In NZ for Technical Support, please call 0800 160 110.

E-REG FOR AUSTRALIAN CUSTOMERS

Do you want to receive news on new games and special offers for Activision customers?
Register On-line at http://ereg.activision.com.au

Complete the registration form & help us keep you informed about Activision games. You will be notified of upcoming releases & special offers.

Note: Activision Asia-Pacific is committed to safeguarding the privacy of information entrusted to it. Accordingly, Activision complies with all relevant legislation concerning the collection, use, security and disclosure of personal information.

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note the online support is available in English only).

PRODUCT LICENCE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PRODUCT IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PRODUCT" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PRODUCT, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Product solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Product is licensed, not sold. Your license confers no title or ownership in this Product and should not be construed as a sale of any rights in this Product.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Product and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Product) are owned by Activision or its licensors. This Product is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Product contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming centre or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Product available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Product, or any copies of this Product, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Product, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Product.
- Export or re-export this Product or any copy or adaptation in violation of any applicable laws or regulations.

ACTIVISION LIMITED 90-DAY WARRANTY.

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software product is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, return back to the place of purchase, with receipt for refund or replacement.

This warranty is limited to the recording medium containing the software product originally provided by ACTIVISION and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

For all Warranty replacements, please return to the store of purchase along with your receipt or proof of purchase.

If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please contact Activision on 02 9869 0955. Note: No returns will be issued unless you have contacted Activision first.

If an Activision representative advises you that your game is valid for a return, please return the original product disc to:

Activision Asia Pacific, Level 5, 51 Rawson St Epping, NSW 2121, Australia and include:

1. A Photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product.
4. Please include a cheque or money order for AUD $25 per disc replacement (subject to availability).

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PRODUCT, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PRODUCT. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Product and all of its component parts.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405,+ 1 (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

Customer Services Numbers

• Australia — **1300 365 911**
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Österreich — **0820 500 535**
0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **33 26 68 00**
Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**
0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00321 0678 2000**
Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προιόντων PlayStation.

• Ireland — **0818 365065**
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**
Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **848 82 83 84**
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **21 344700**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **820 75 050**
Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**
Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 40**
Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK — **08705 99 88 77**
National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

Please call these Customer Service Numbers only for hardware support of PlayStation products.

The Marvel™ universe is expanding.

November 2005

ULTIMATE SPIDER-MAN™

X-MEN™ LEGENDS II

RISE OF APOCALYPSE

UltimateSpiderManGame.com

X-Men-Legends2.com

ACTIVISION®

activision.com

MARVEL™

www.marvel.com

PlayStation®2

MARVEL, Ultimate Spider-Man, X-MEN and all Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 2005 Marvel Characters, Inc. All rights reserved. www.marvel.com. Games published by Activision Publishing, Inc. Games © 2005 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All other trademarks and trade names are the properties of their respective owners. Marvel, The Fantastic Four, and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 2005 Marvel Characters, Inc. All rights reserved. www.marvel.com. The Fantastic Four Motion Picture and Images from the Motion Picture: © 2005 Twentieth Century Fox Film Corporation. All rights reserved. TM & © 2005 Marvel © Fox. Published by Activision Publishing, Inc. Game © 2005 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All other trademarks and trade names are the properties of their respective owners.

SLES-53143

"PS", "PlayStation", "△○×□" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

5030917028403

80579.260.AU